The GLTI: Statistical Results

Ruben R. Puentedura, Ph.D.

The Games and The Players

The Games

WolfQuest

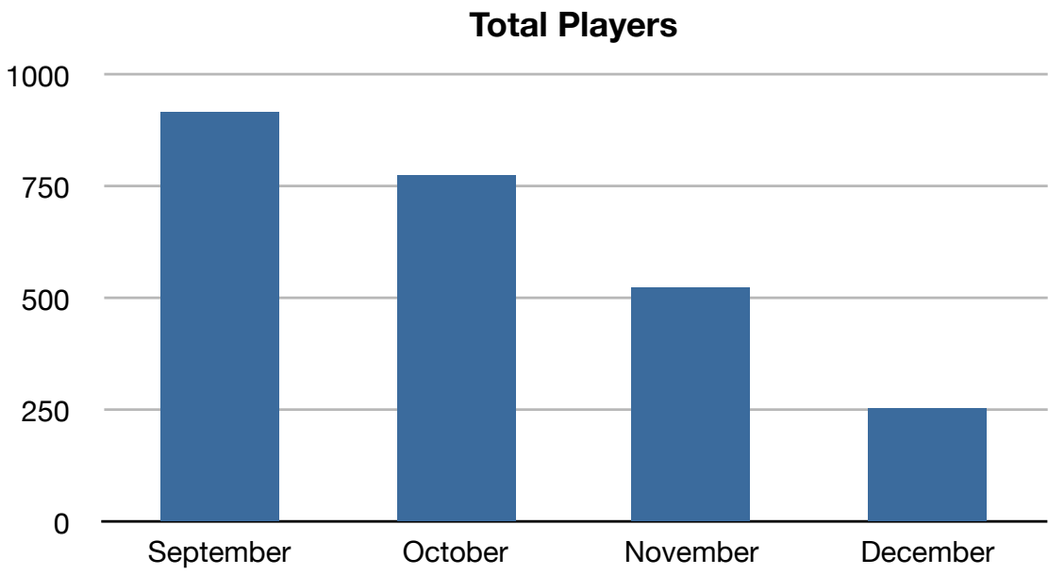
DEMOCRACY
Now is not the time for sound-bites. I can
feel the hand of history on my shoulder

The Forbidden City

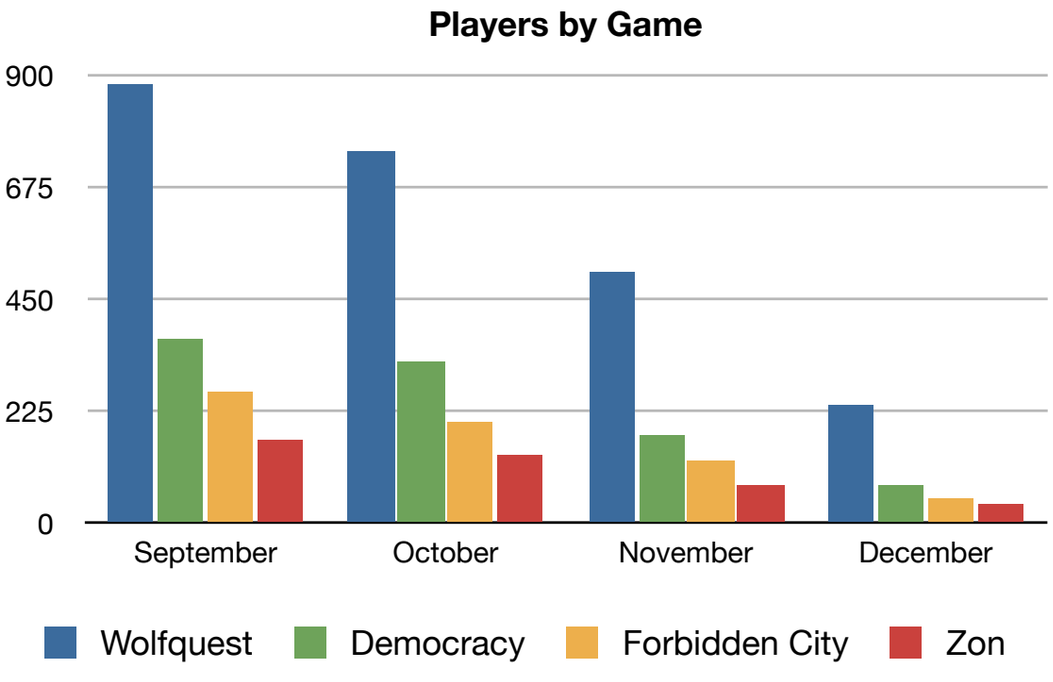
JA Titan
PRESENTED BY
Junior Achievement
SPONSORED BY
ORACLE
PLAY AGAIN

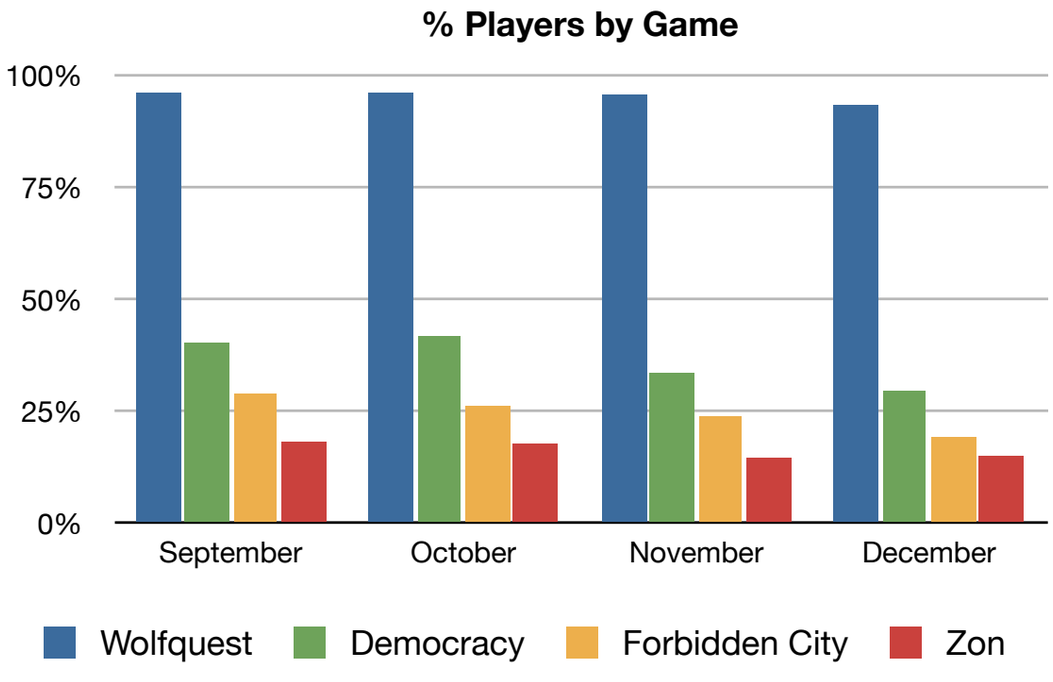
ZON
Log In
User Name:
Password:
Remember me next time.
Sign Up
Login

The Players



Total Project Number of Players: ~1400

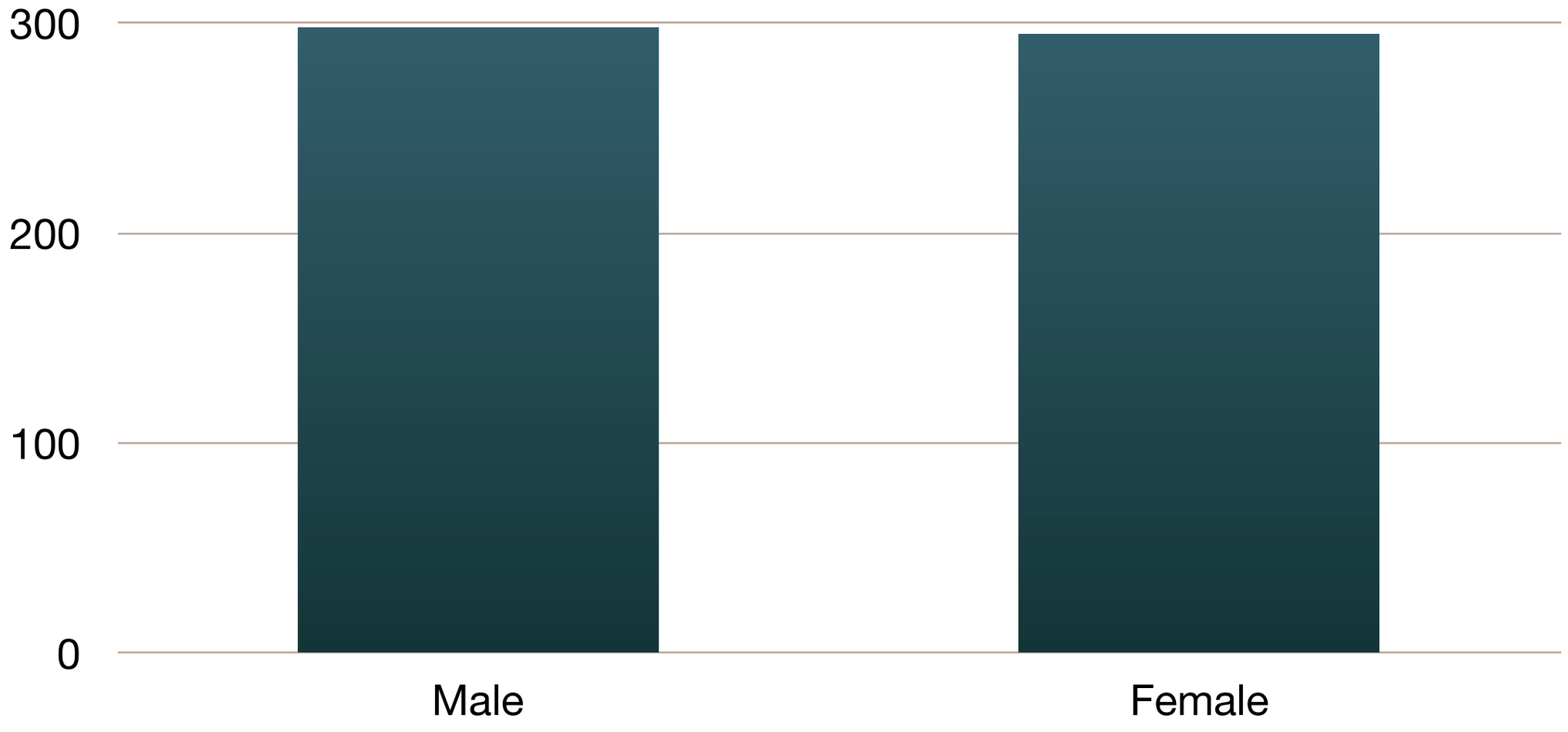




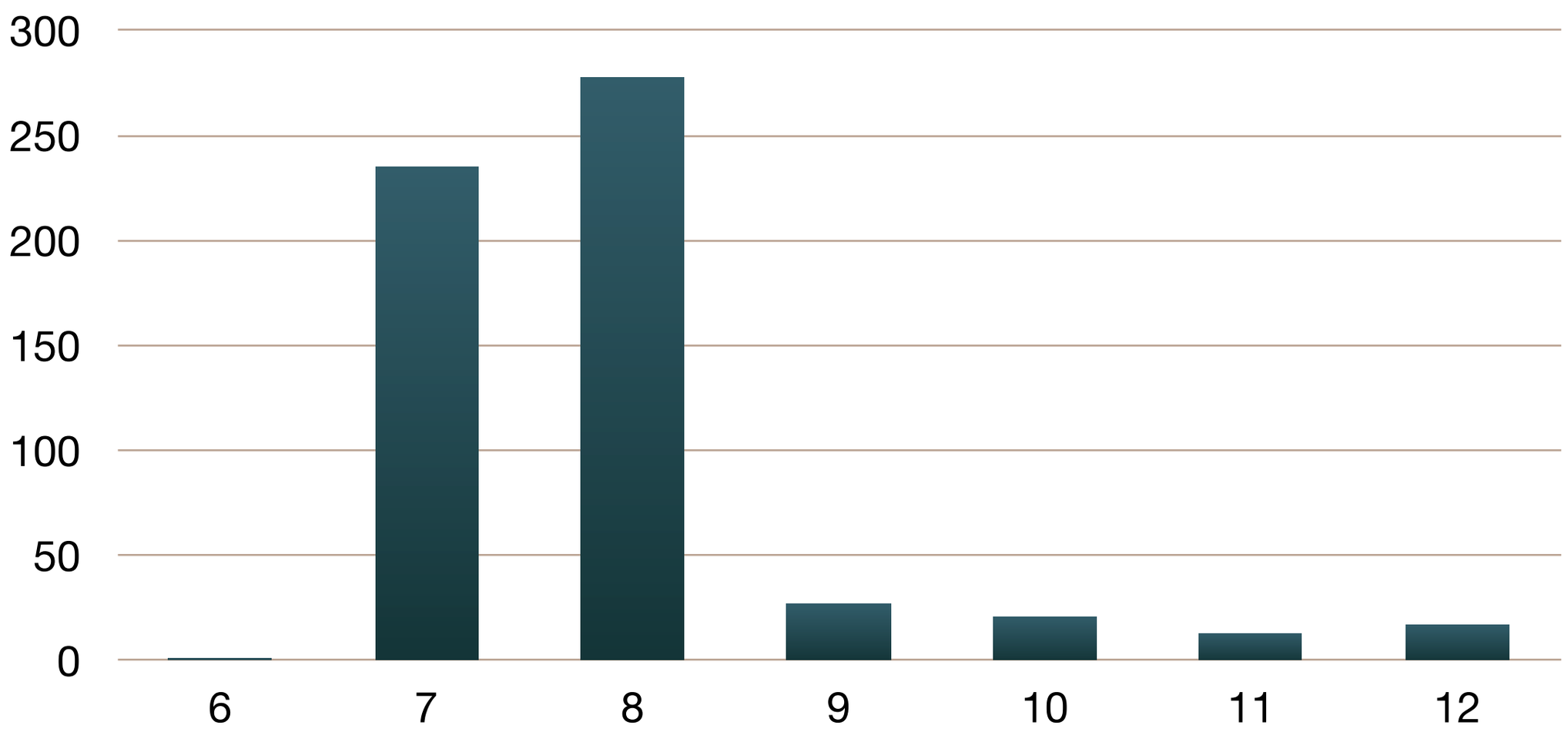
The Survey

Respondents by Gender

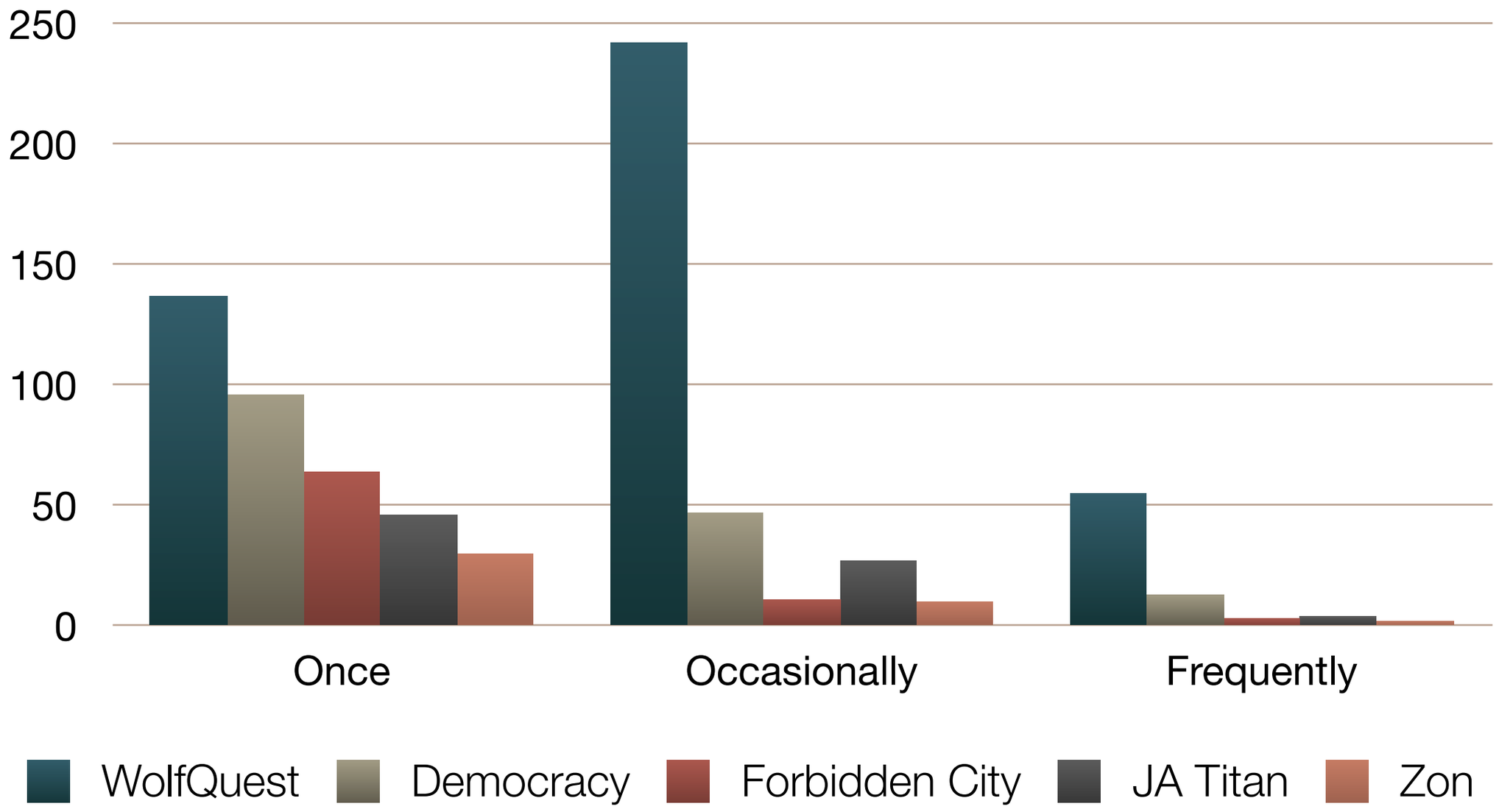
Total Number of Respondents: 609
Respondents Who Did Not Play Games: 147
(~33% of Players)



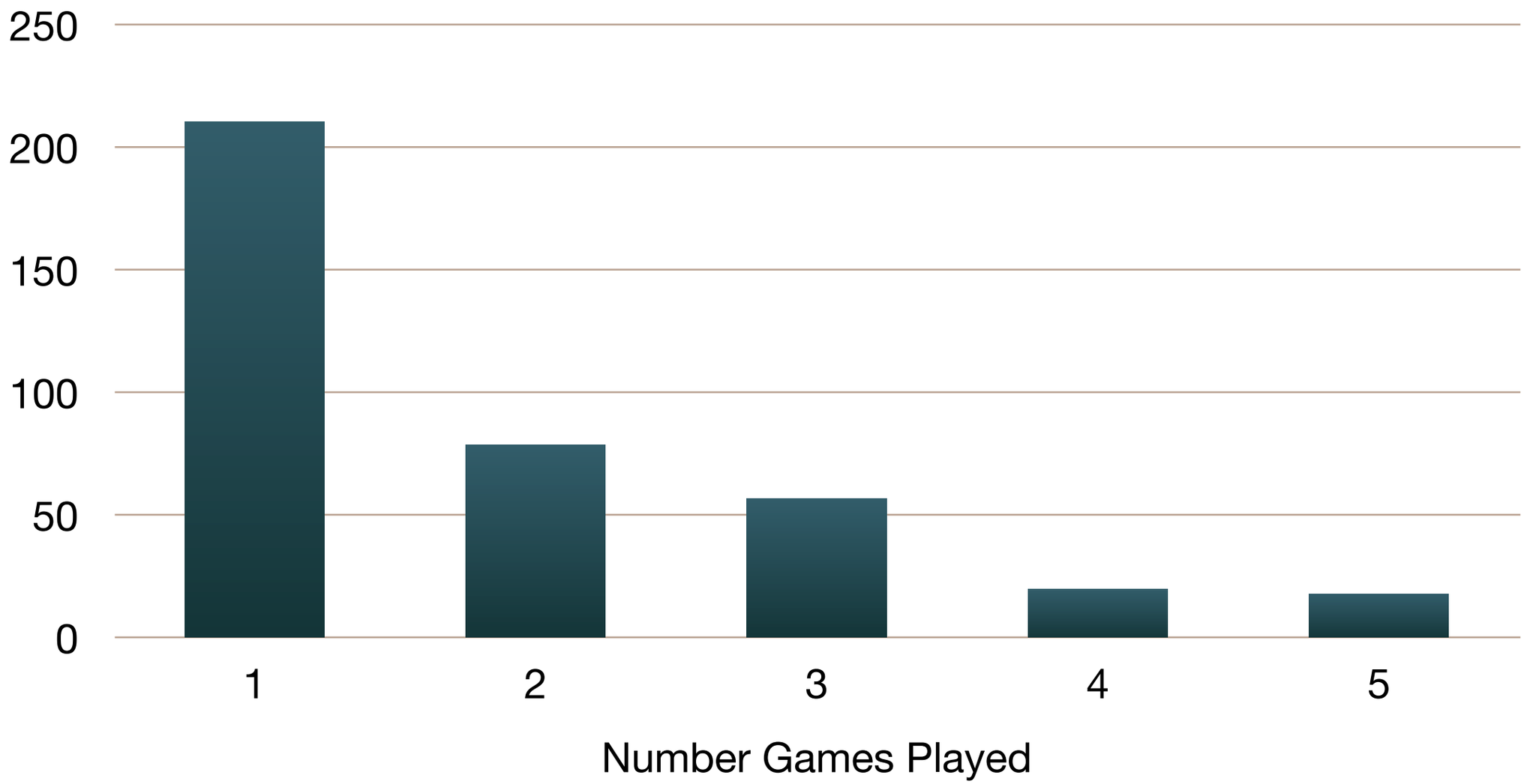
Respondents by Grade



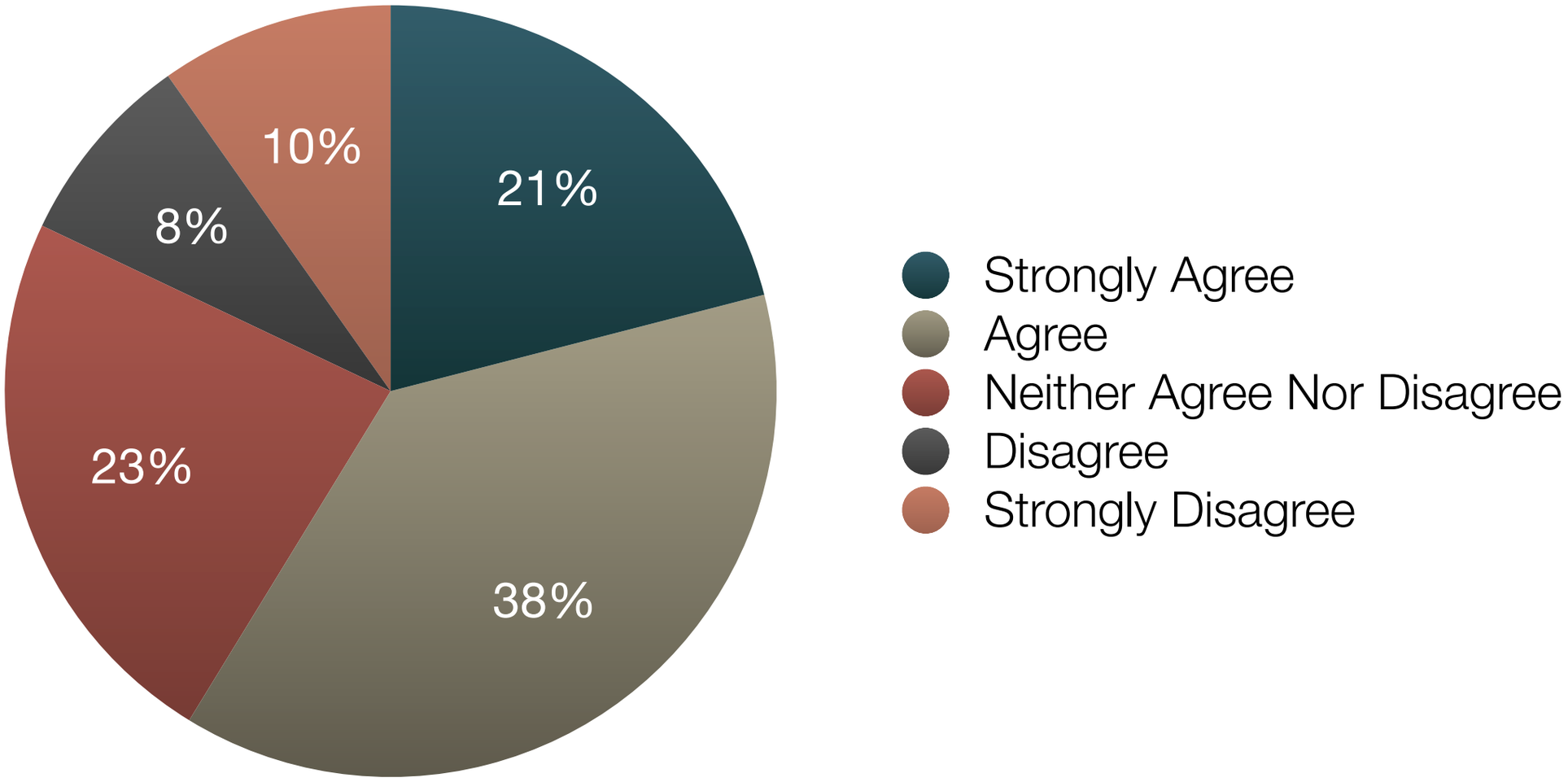
How Often Did They Play?



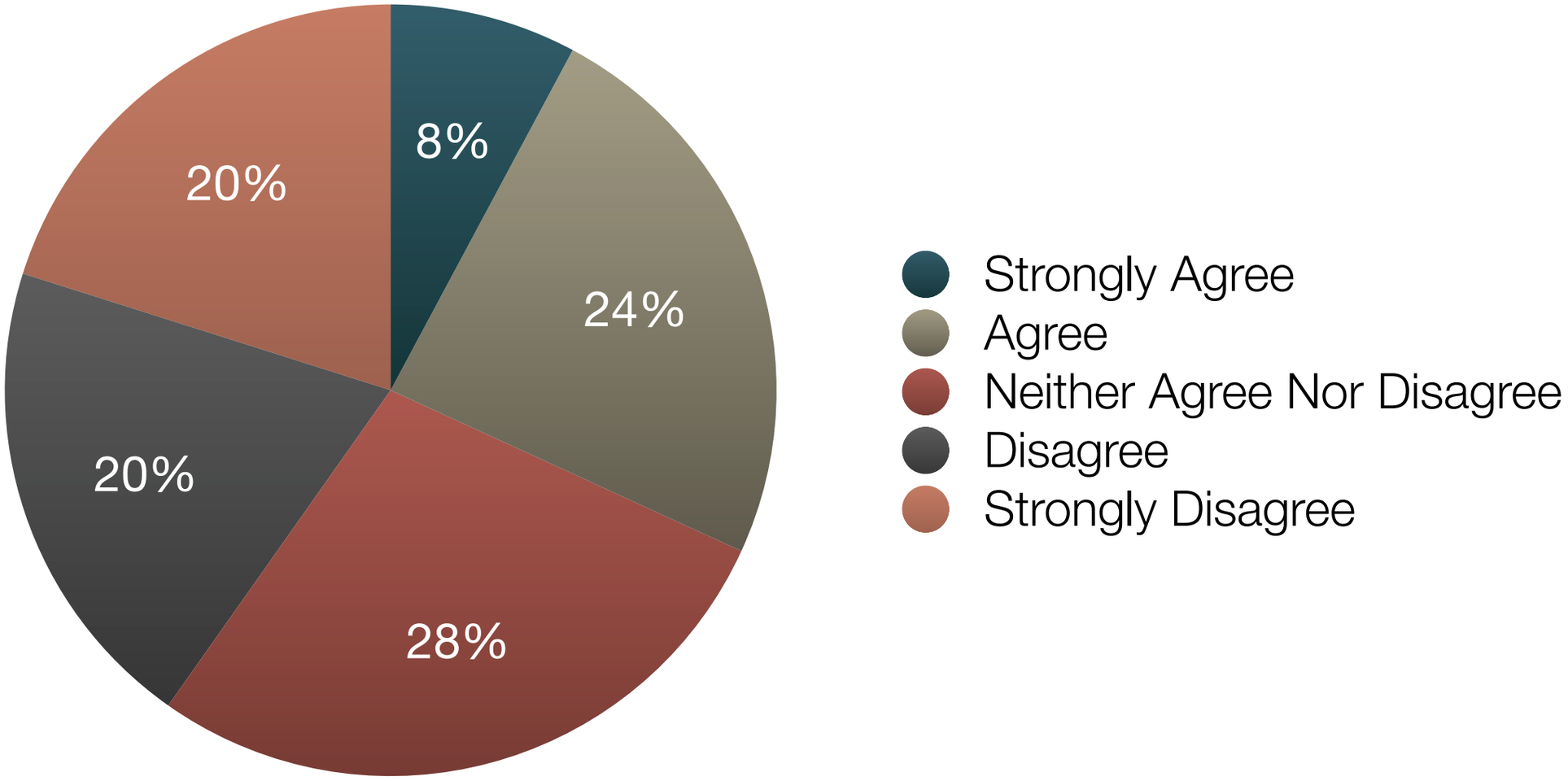
How Many Games Did They Play?



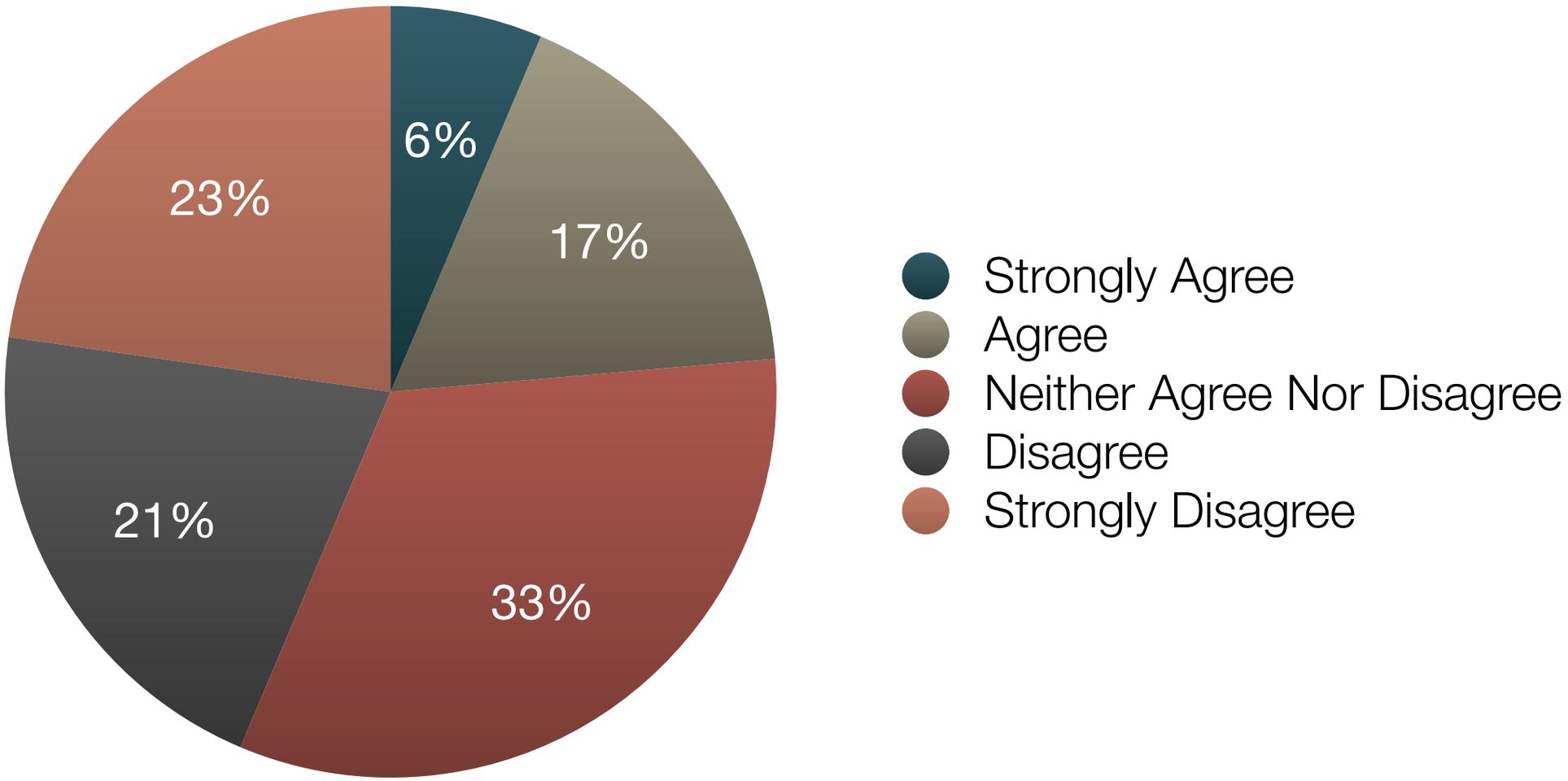
Did They Enjoy WolfQuest?



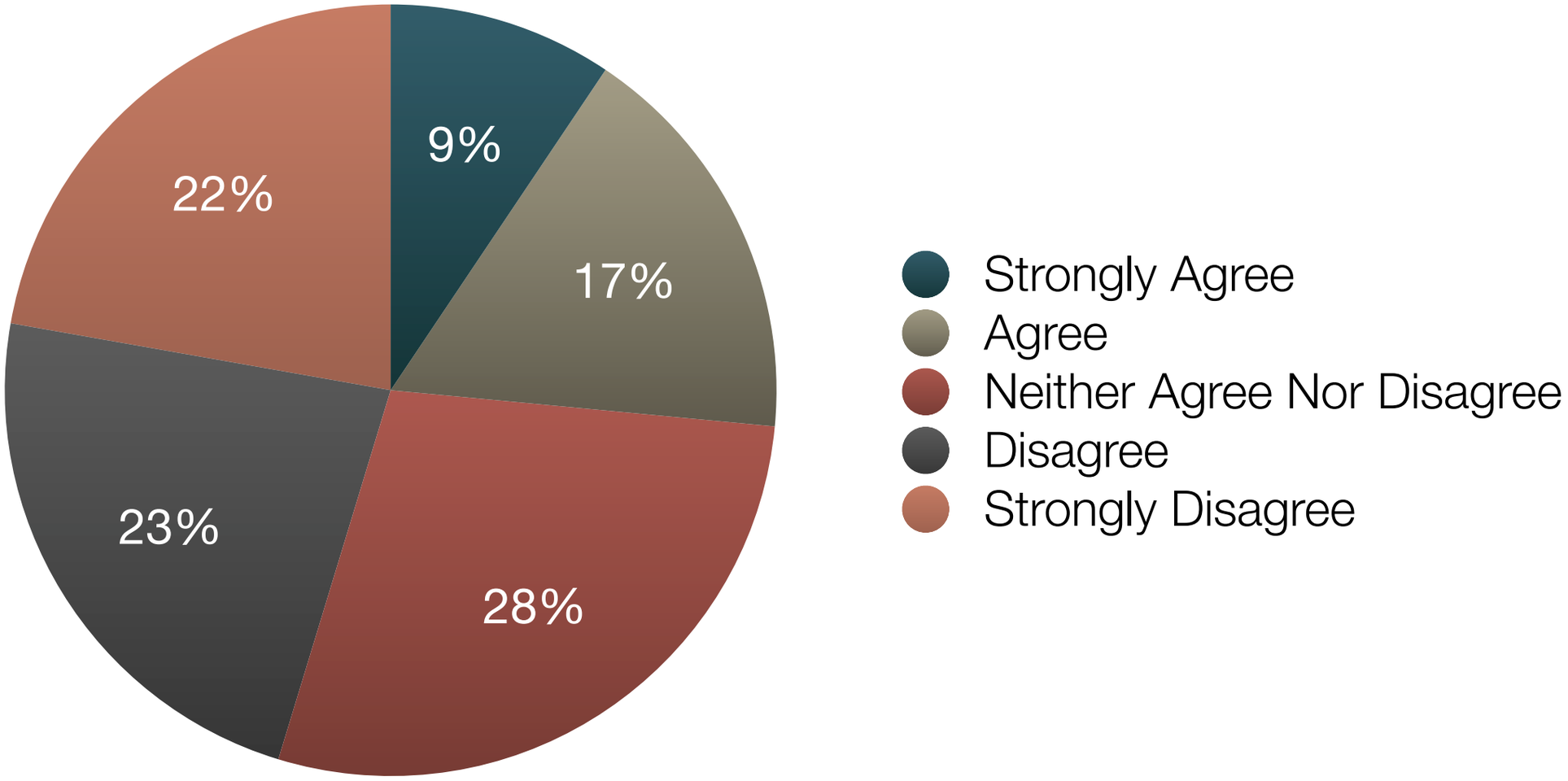
Did They Enjoy Democracy?



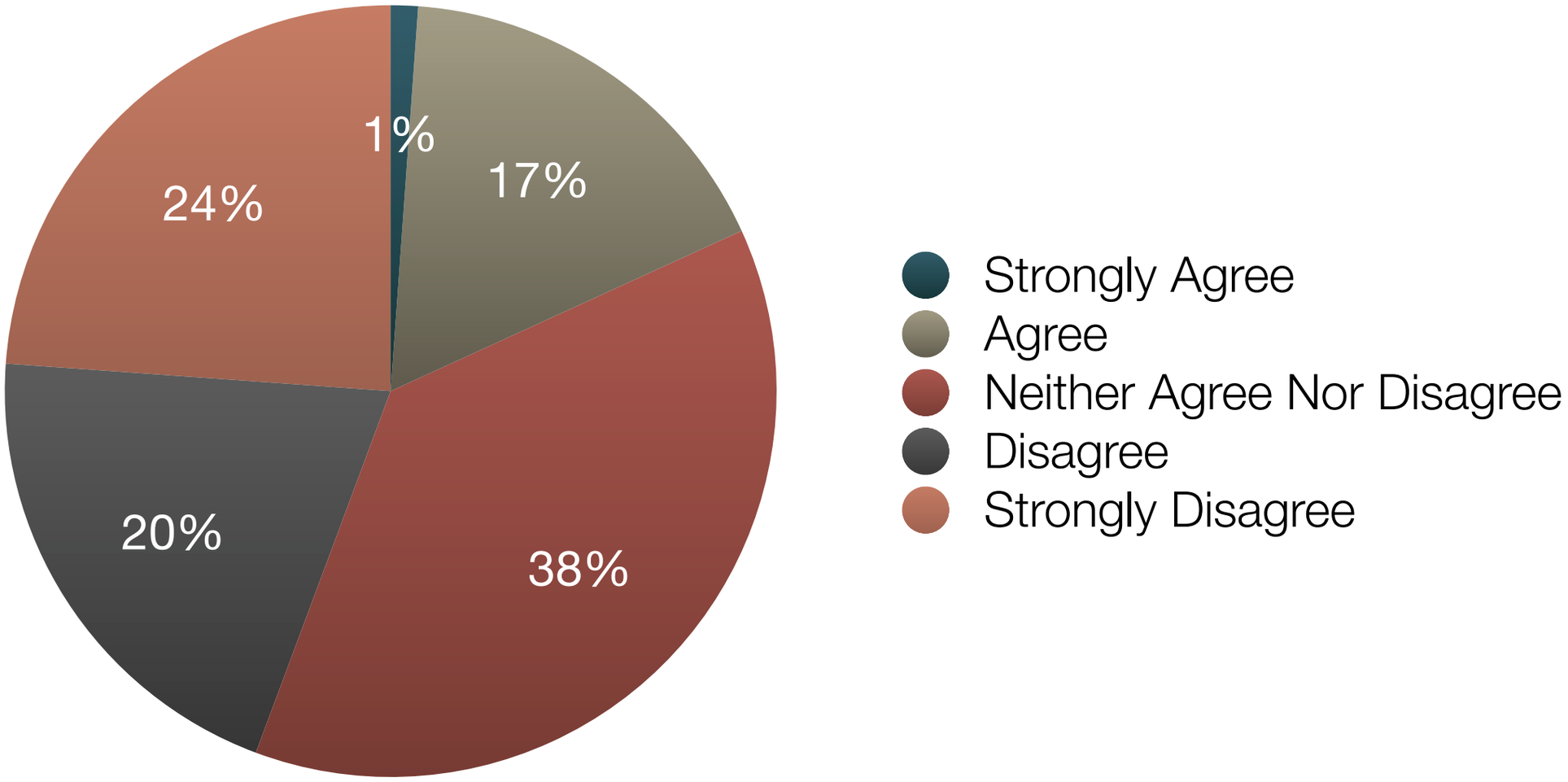
Did They Enjoy Forbidden City?



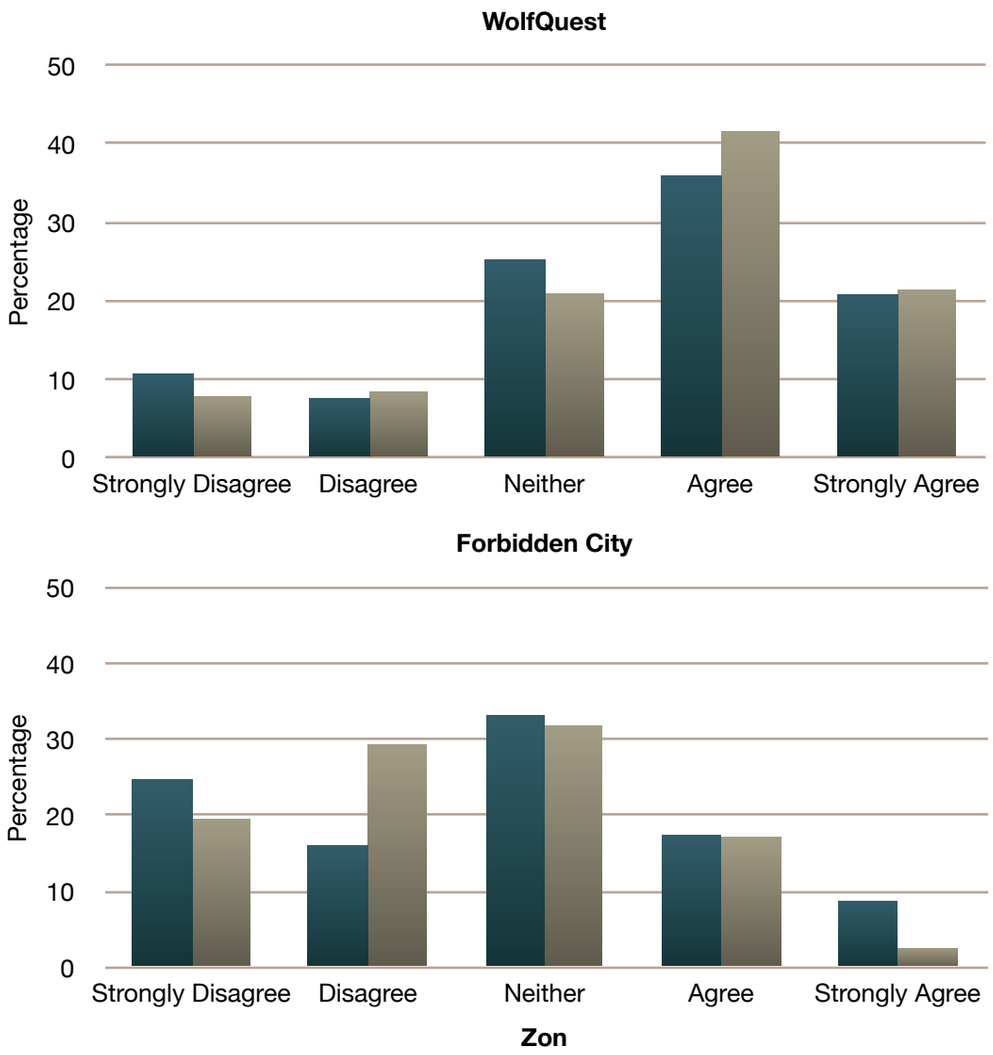
Did They Enjoy JA Titan?

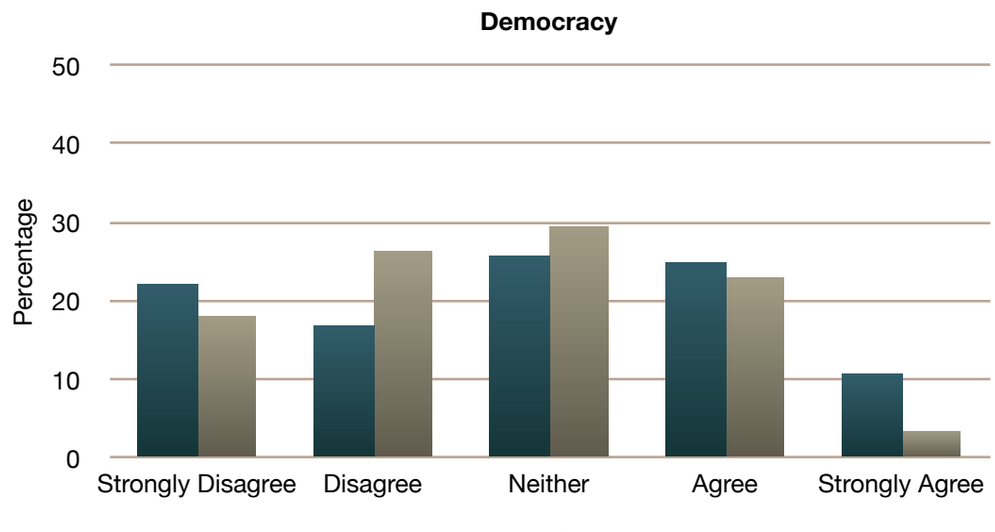


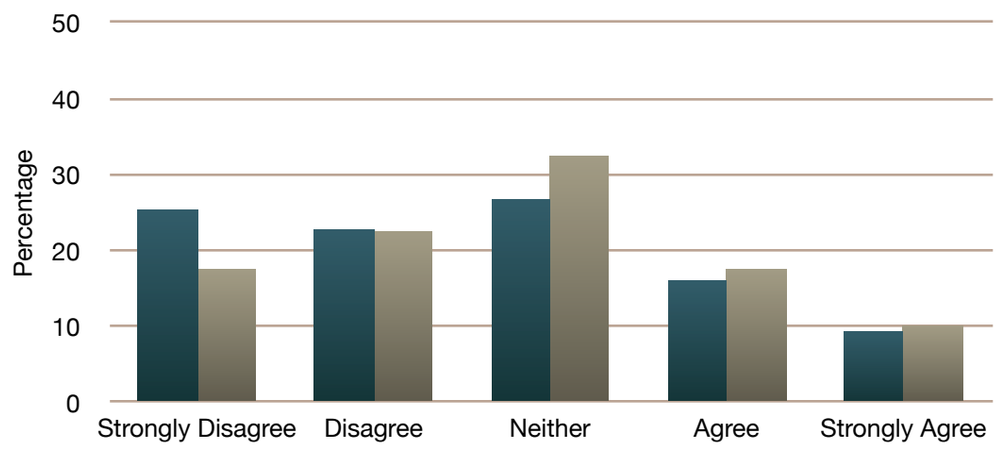
Did They Enjoy Zon?

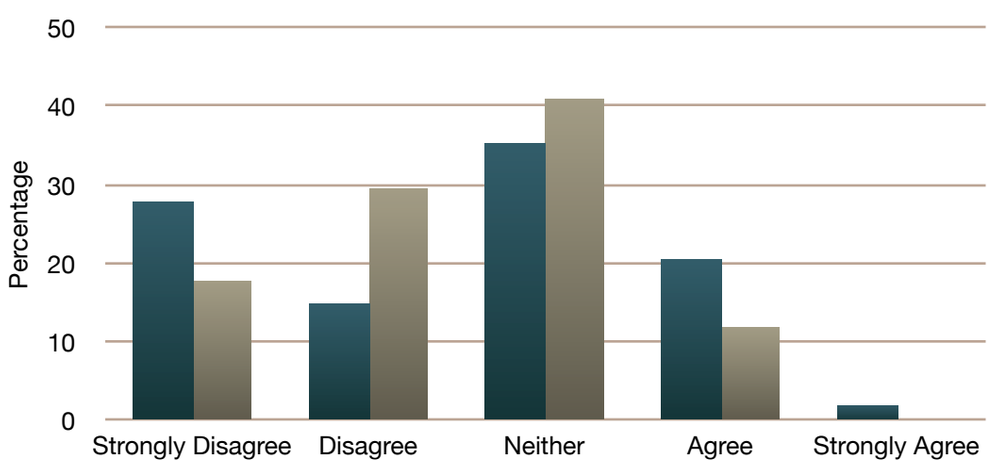


Enjoyment By Gender

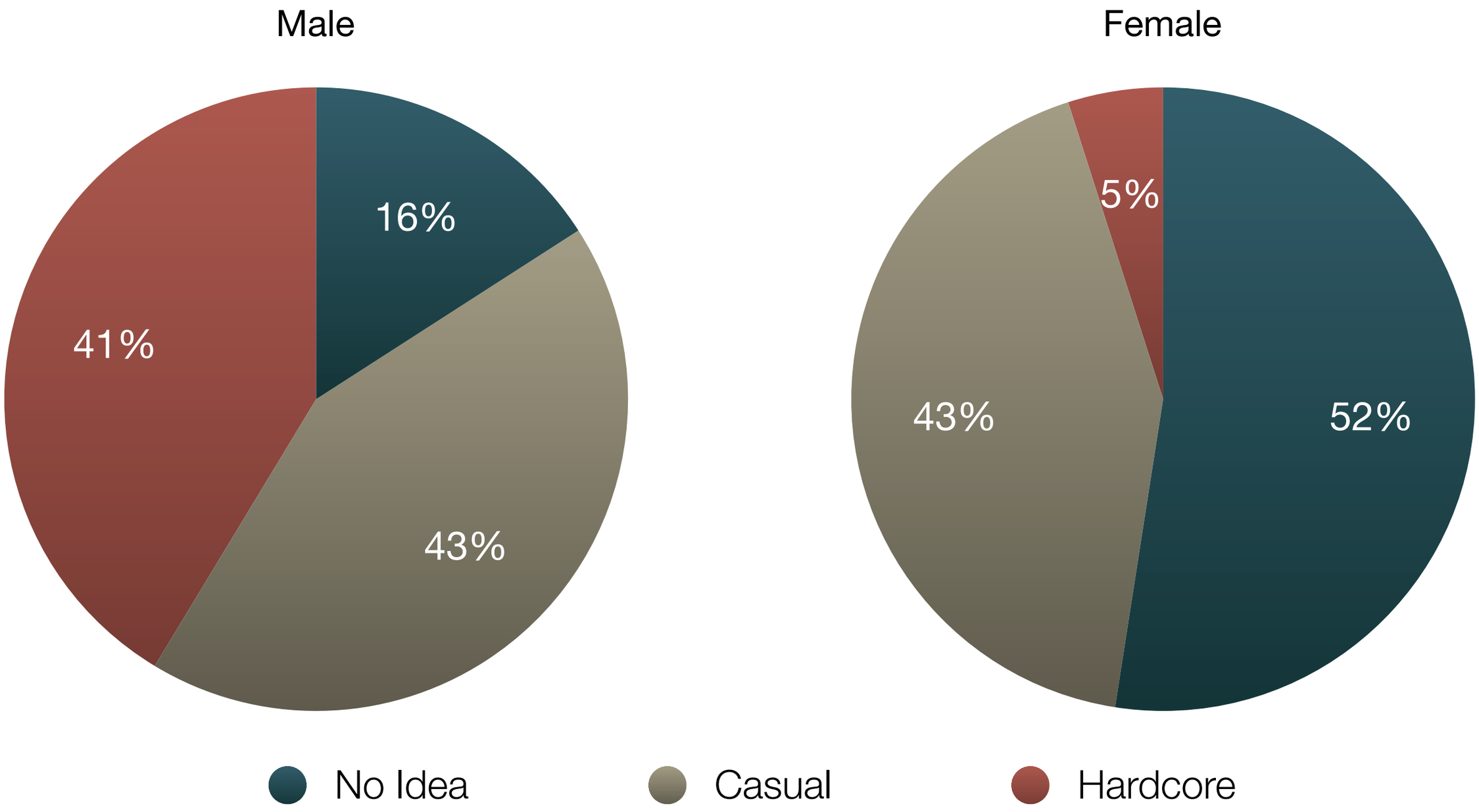








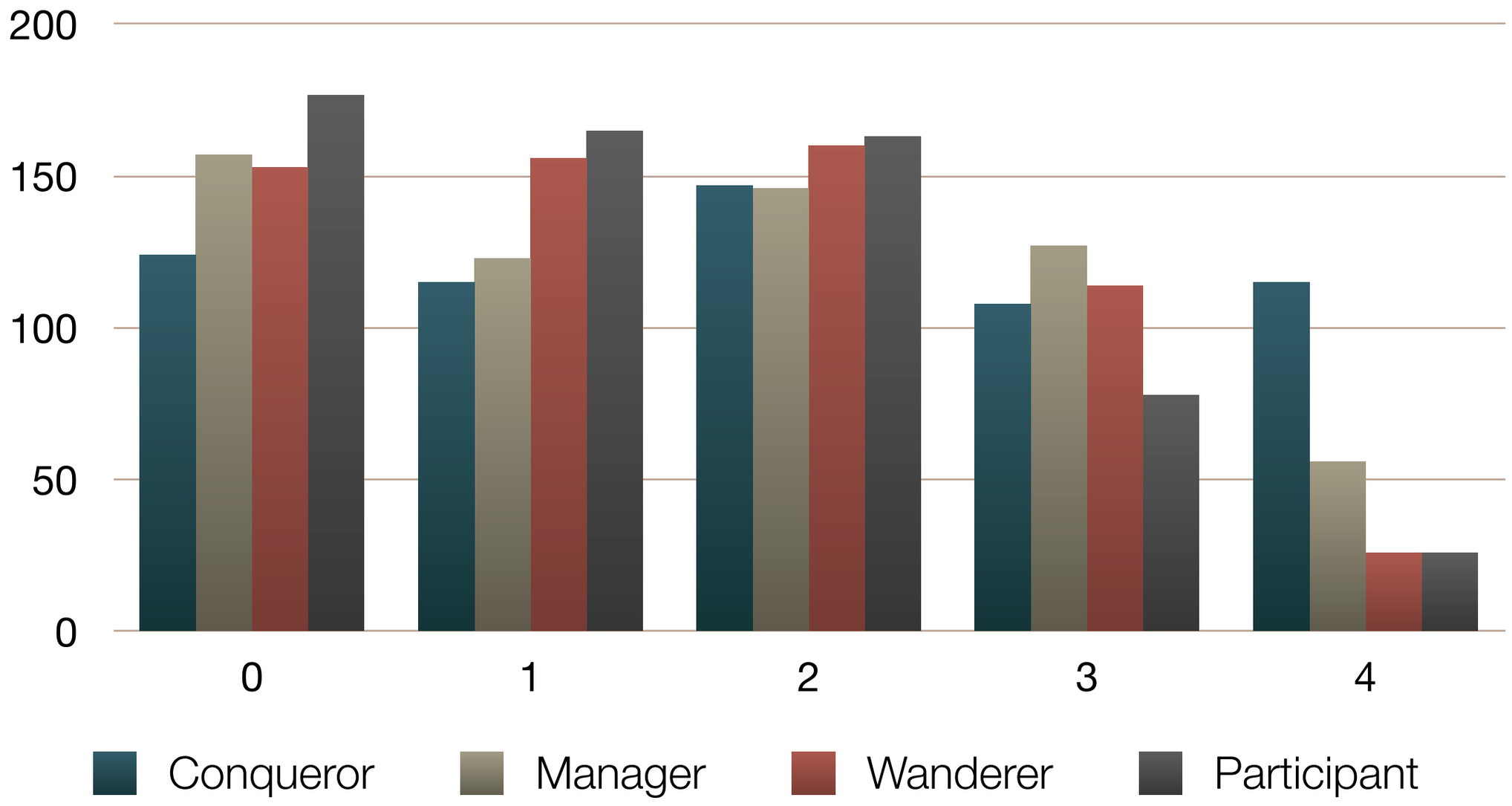
What Type Of Gamer Are They?

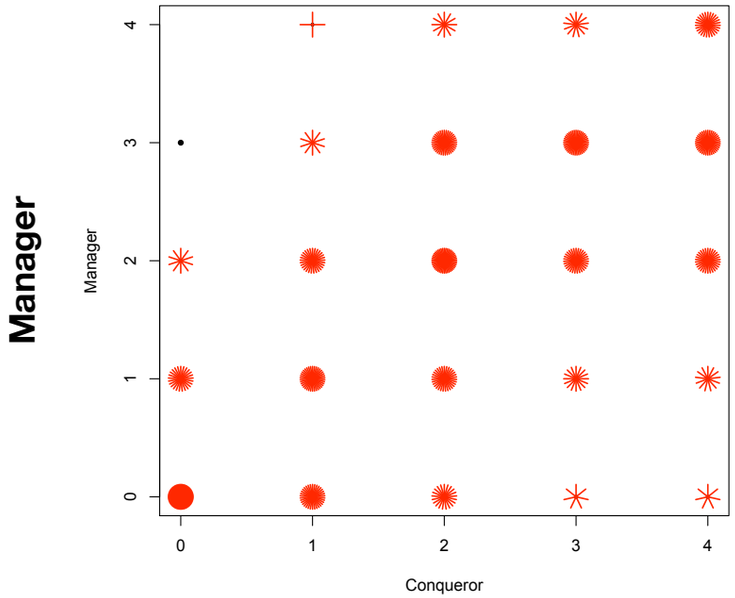


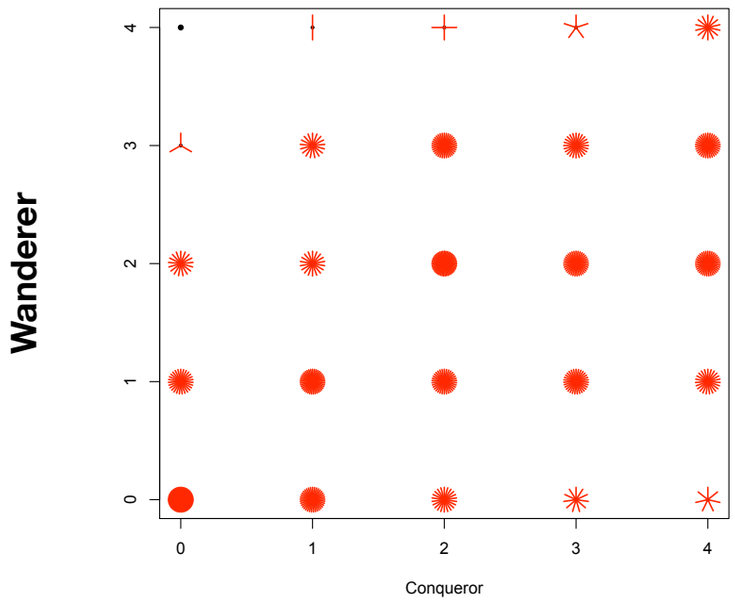
The Four Play Styles

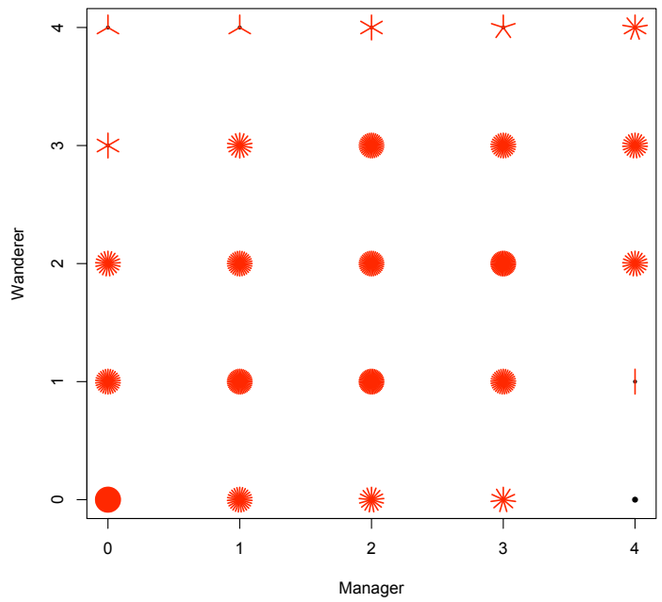
- **Conqueror:**
  - Associated with challenge and the emotional payoff of triumph over adversity; tend to finish games they start.
  - Highly patient with frustration: if they stick with it, they can win.
  - Skills: proficiency with logistical optimization and strategic thinking.
- **Manager:**
  - Associated with mastery and systems; may not finish many games that they start playing.
  - Good at dealing with multiple factors in parallel.
  - Skills: tactical competence backed with strategic thinking.
- **Wanderer:**
  - Associated with experience and identity; challenge is not especially desired, but may be tolerated.
  - Attracted by the feeling that something new is just around the corner, an involving story, or a beautiful world.
  - Skills: tactical competence and abstract thinking.
- **Participant:**
  - Associated with emotions and involvement; seem happiest when playing with people, but also enjoy play which is rooted in emotion.
  - Drawn to games with an emotional effect, that allow the player to affect virtual or real people.
  - Skills: logistical optimization.

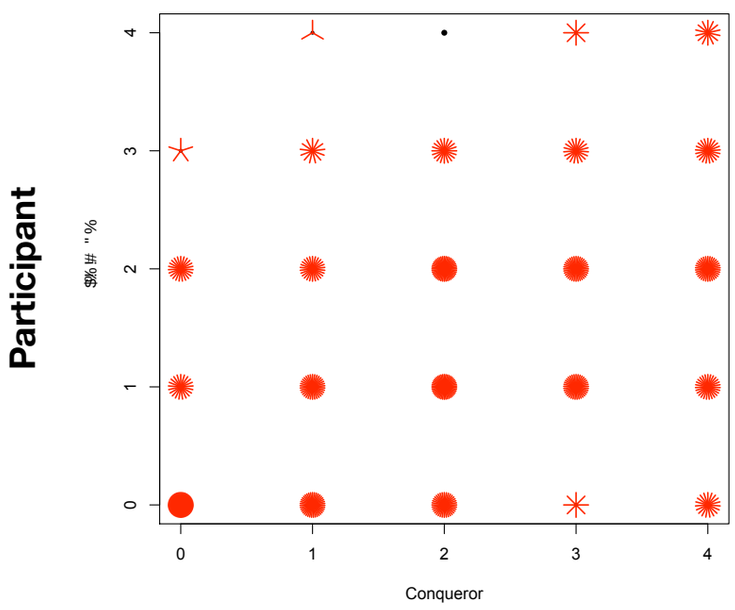
What Play Styles Do They Favor?



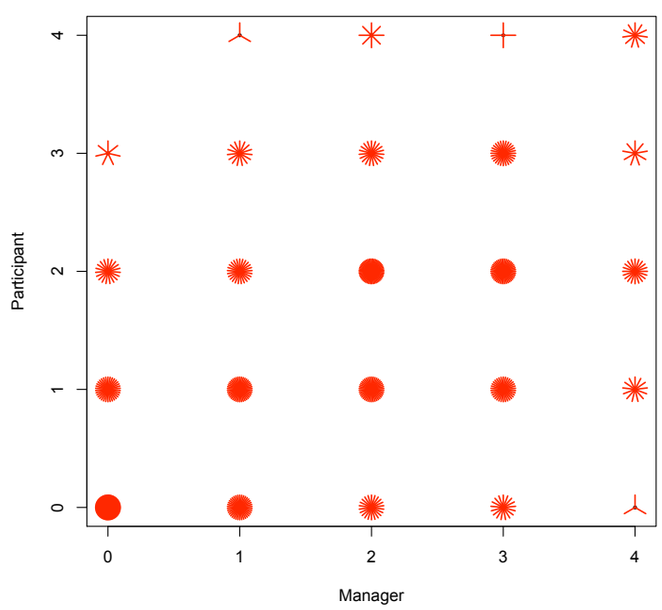




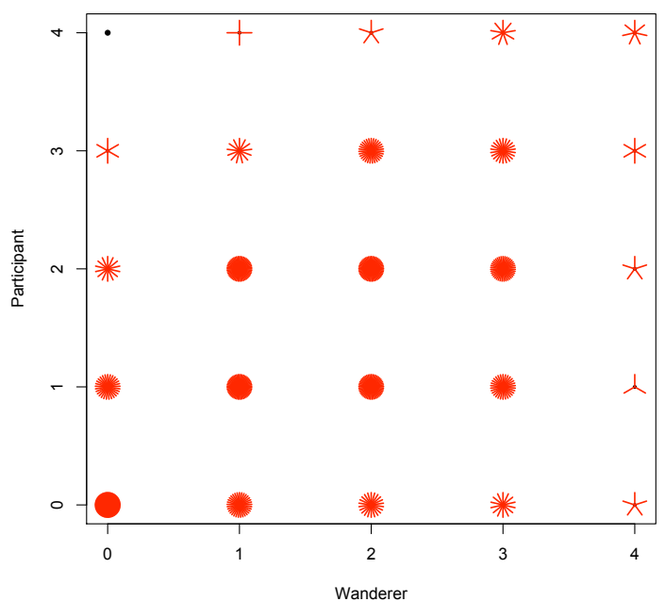




Conqueror

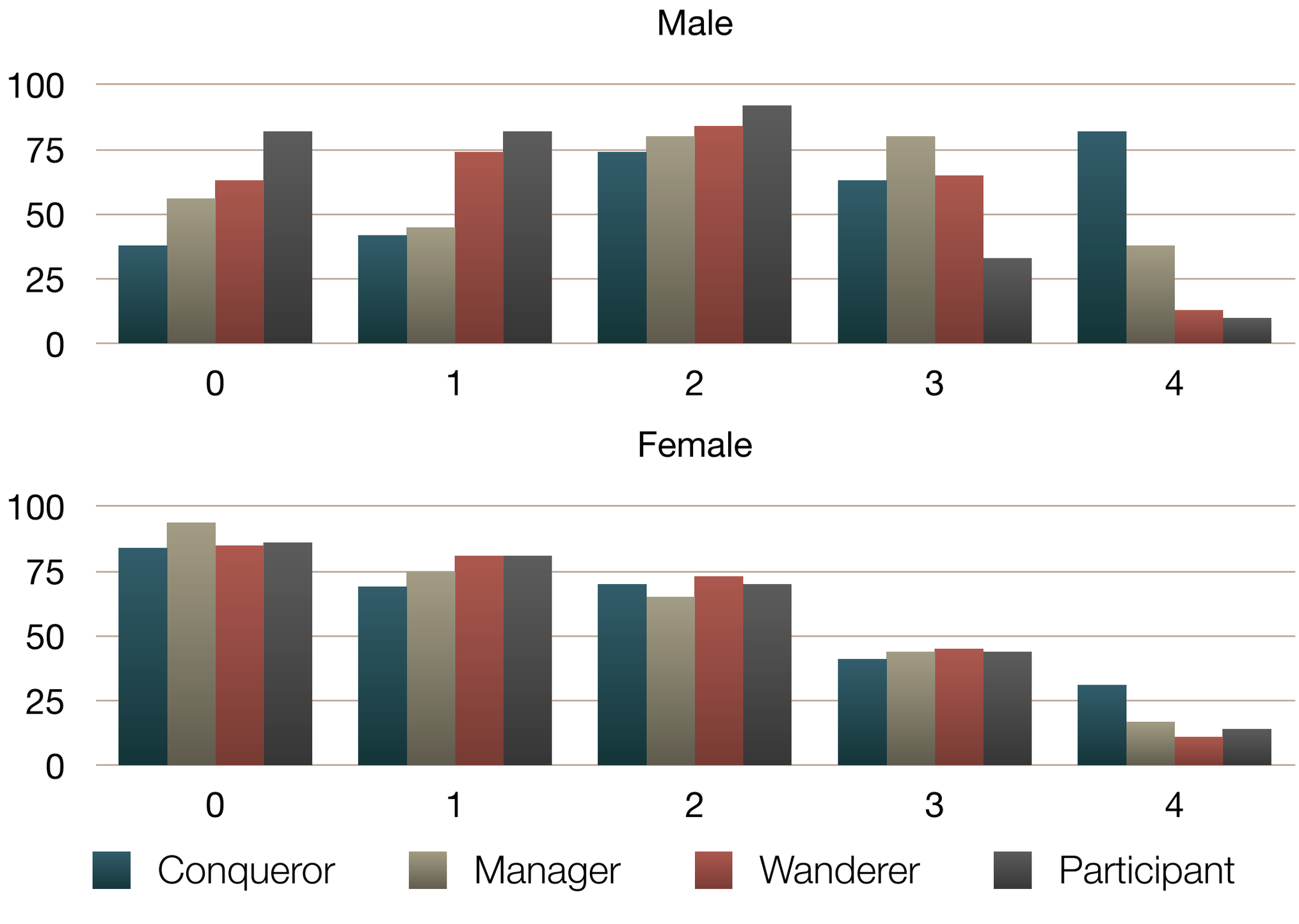


Manager



Wanderer

Player Type By Gender



Next Steps

For 2010–2011

- All five games included on laptop image.

- Self-contained podcast series:
  Game And Learn: An Introduction to Educational Gaming
  On iTunes U at:
  http://deimos3.apple.com/WebObjects/Core.woa/Browse/education-maine.gov.2246057621

- Webinars for teachers planning to use games in classroom:
  - General games in education support;
  - Content-specific support for five games on image;
  - Content-specific support for new, vetted games:
    - e.g., *Lure of the Labyrinth* - http://labyrinth.thinkport.org/www/

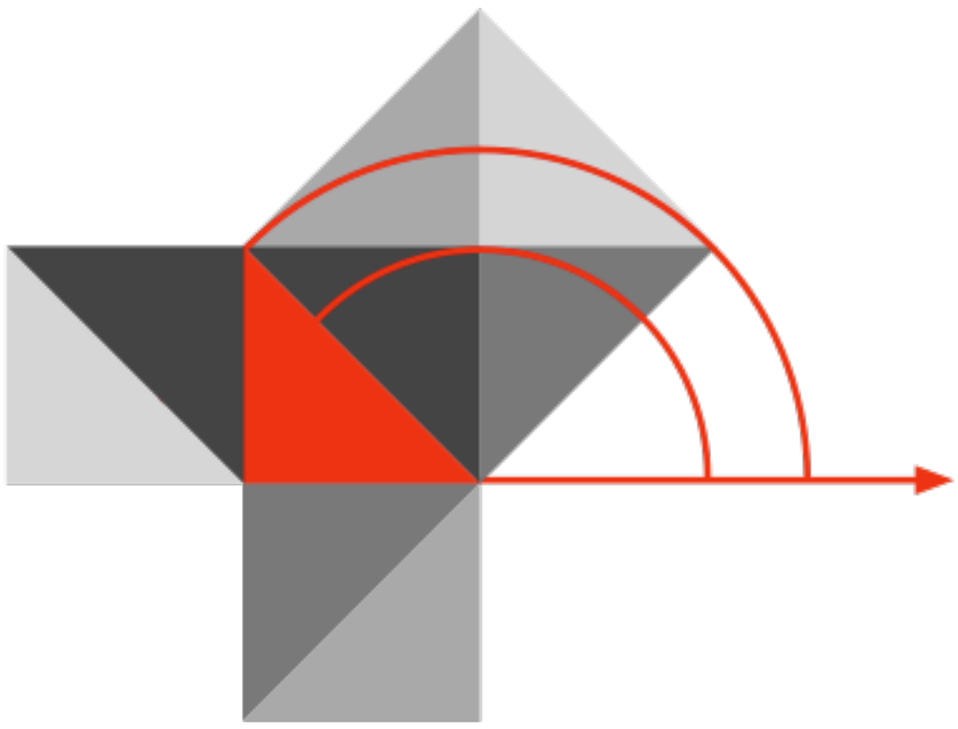
Resources

- Bateman, C. and R. Boon. *21st Century Game Design*. Charles River Media. (2006)

- Bateman, C. *Designing for Different Play Styles: Demographic Game Design*. (2004) Available online at: http://www.cms.livjm.ac.uk/library/Archive/GDTW2004-Publications/ChrisBateman-Designing%20for%20Different%20Play%20Styles.v1.3.pdf

- Puentedura, R.R. Game And Learn: An Introduction to Educational Gaming. (2009) On iTunes U at: http://deimos3.apple.com/WebObjects/Core.woa/Browse/education-maine.gov.2246057621

Hippasus



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rubenrp@hippasus.com

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